

Fig. 1

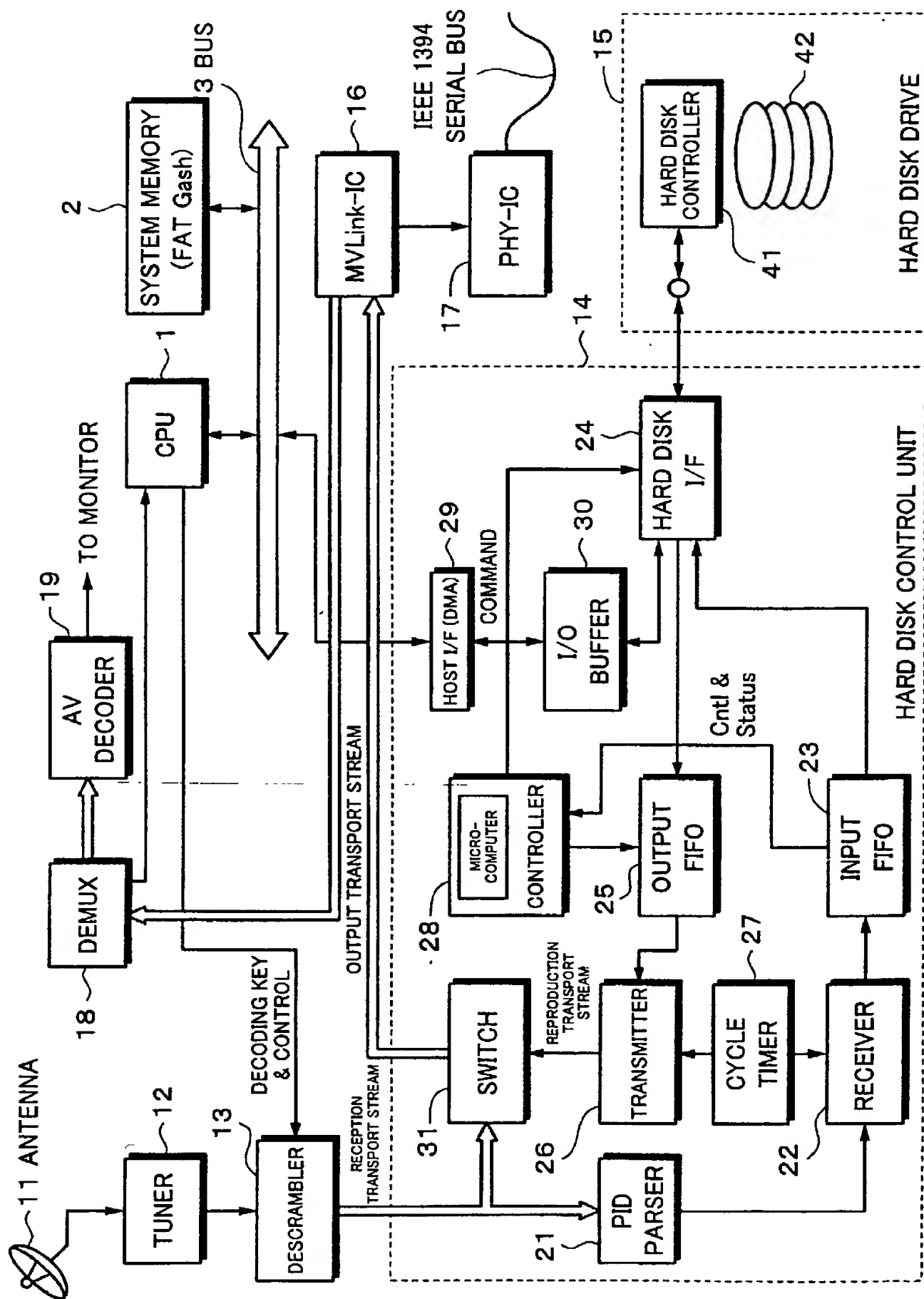


Fig. 2

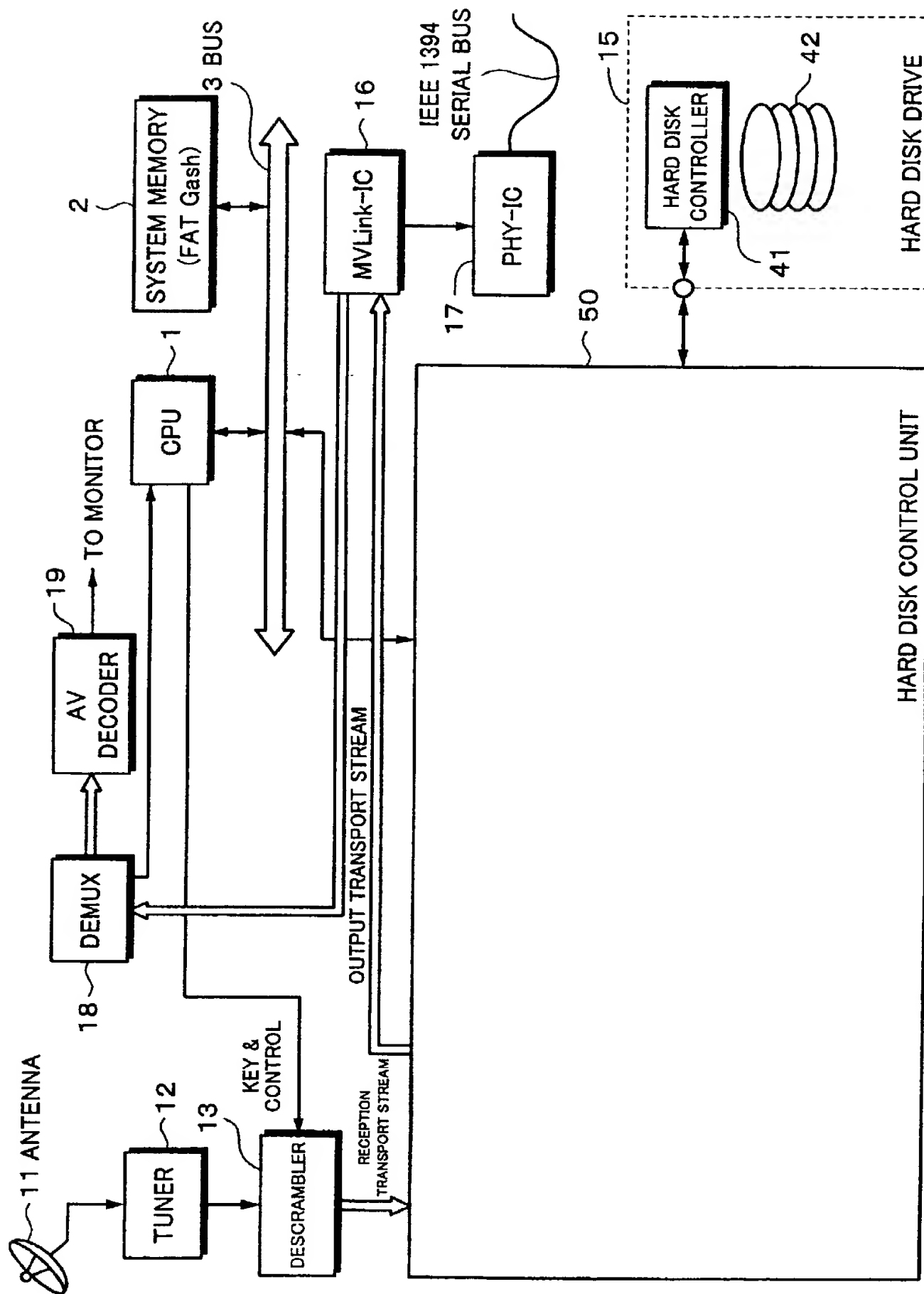


Fig. 3

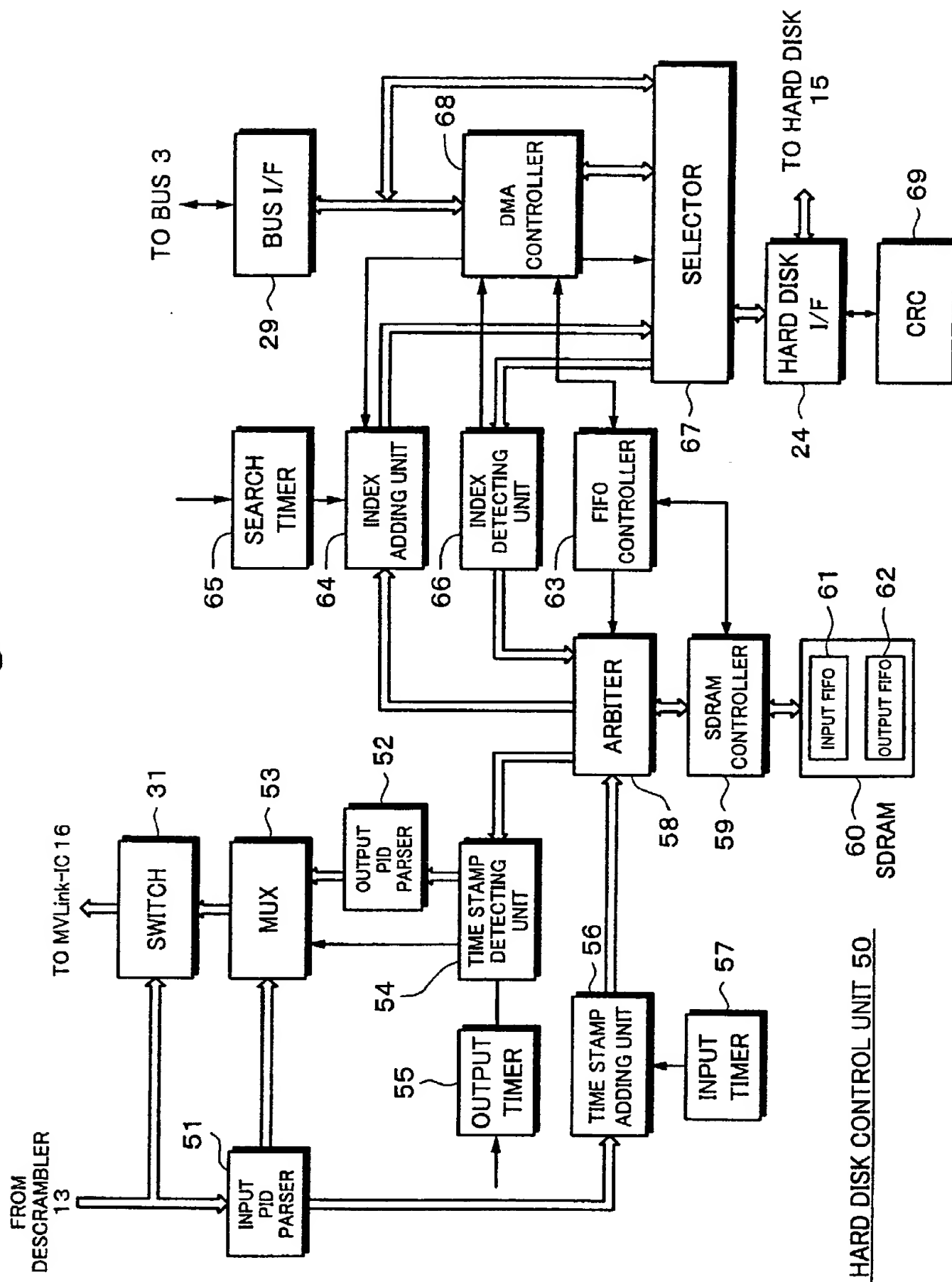


FIG. 4

Fig. 4

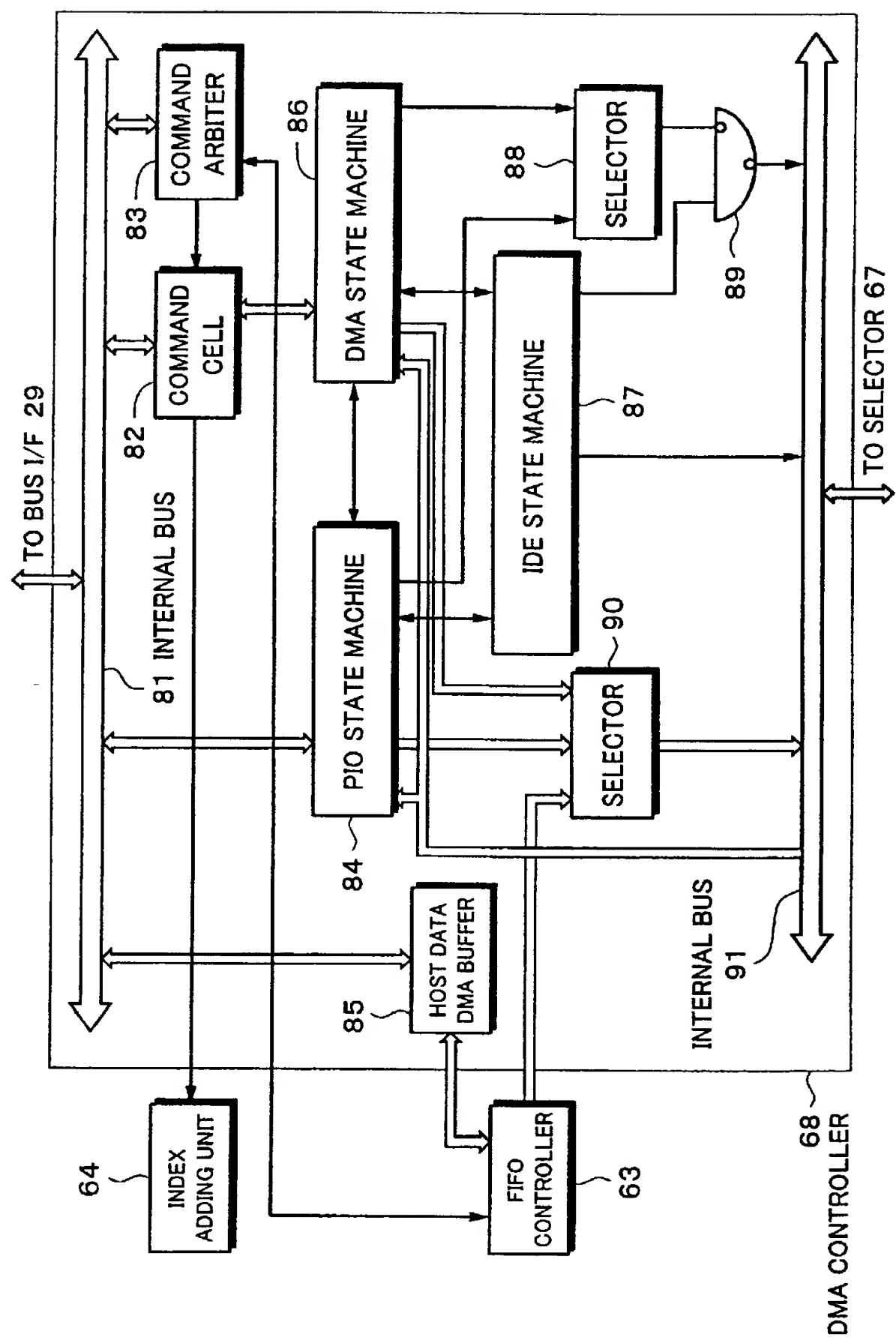


FIG. 5

Fig. 5

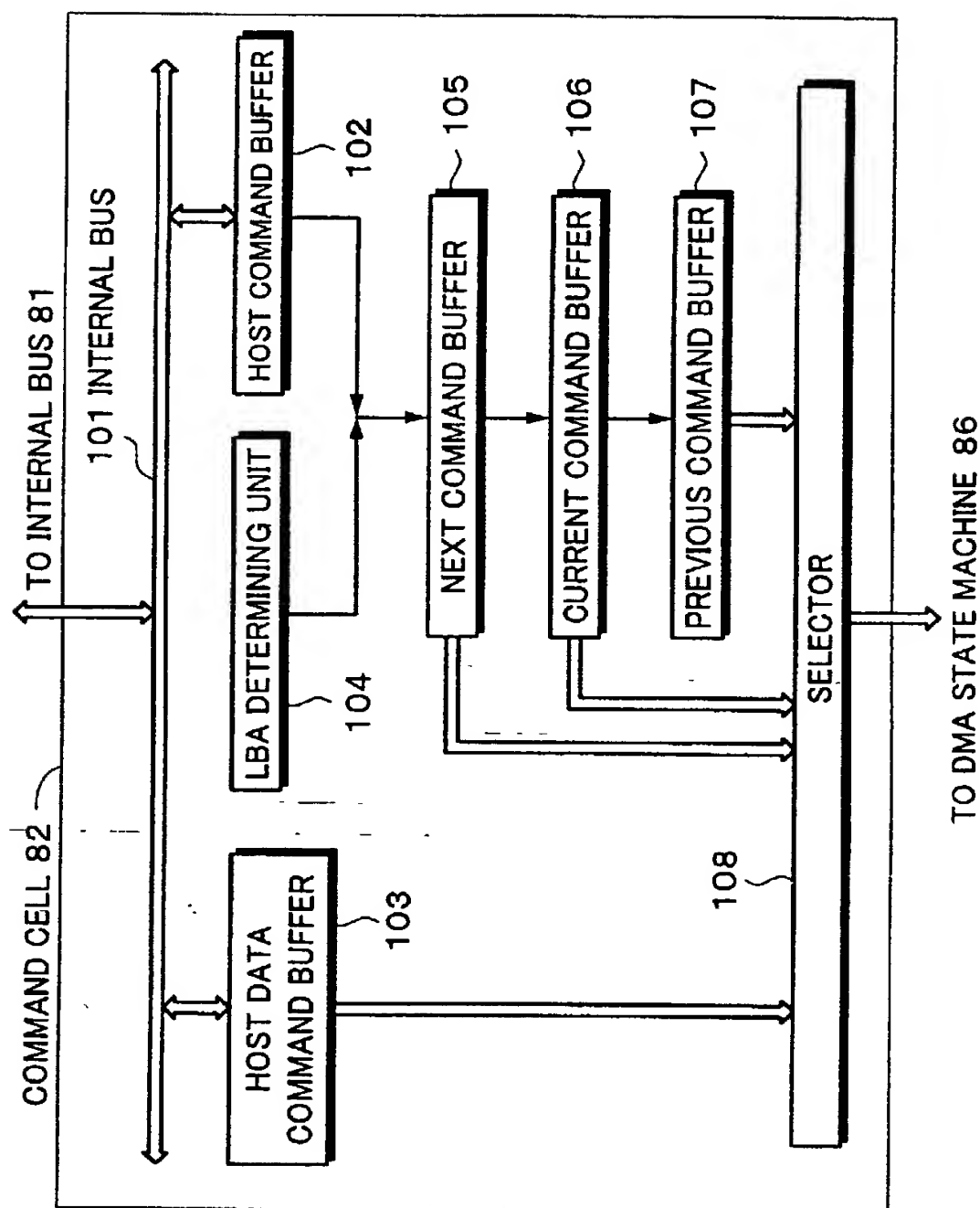


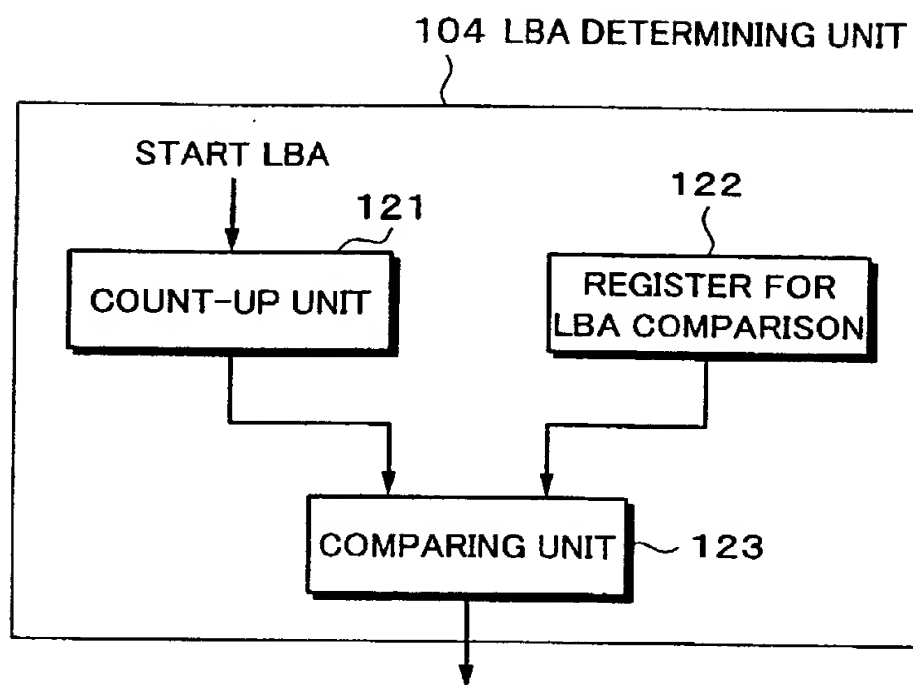
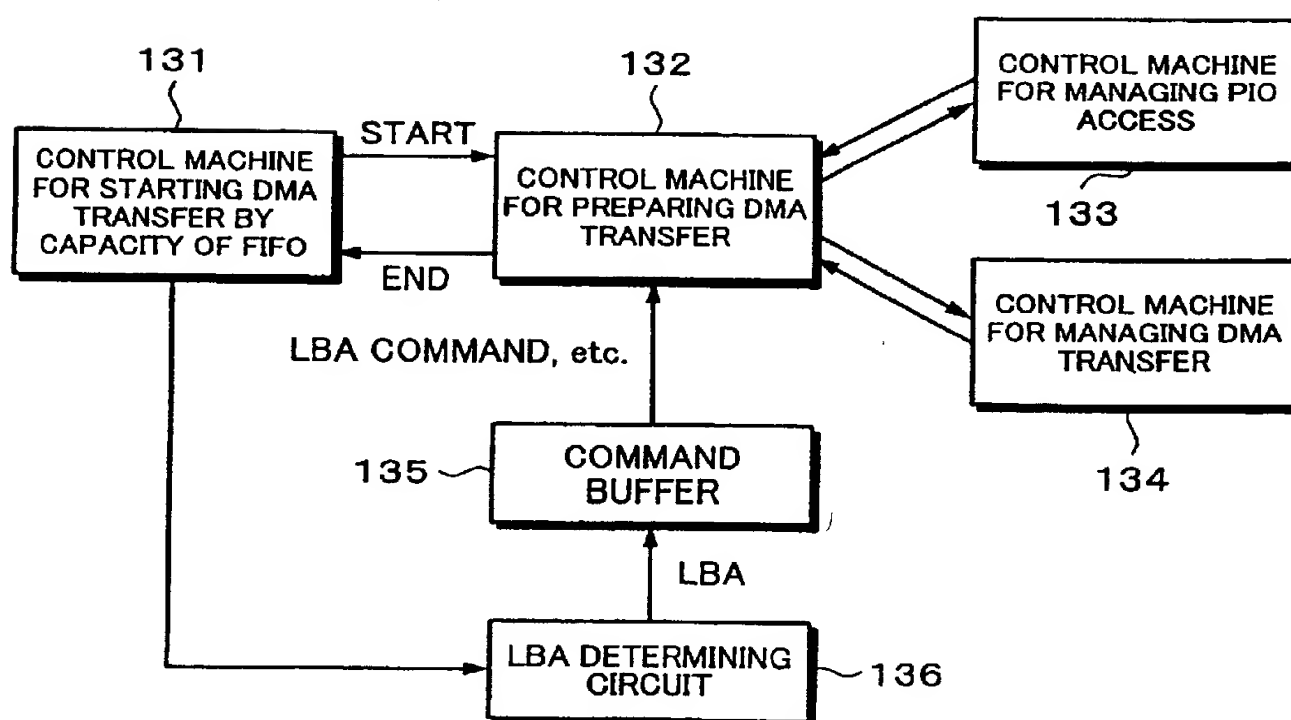
Fig. 6**Fig. 7**

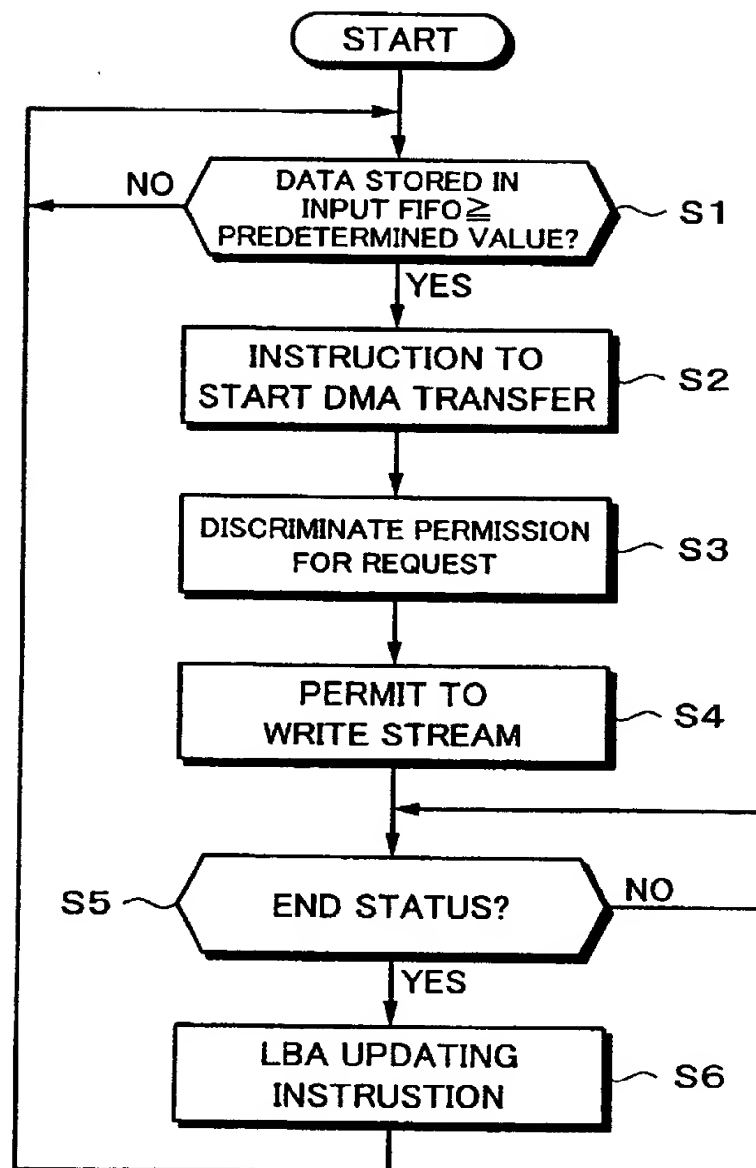
Fig. 8

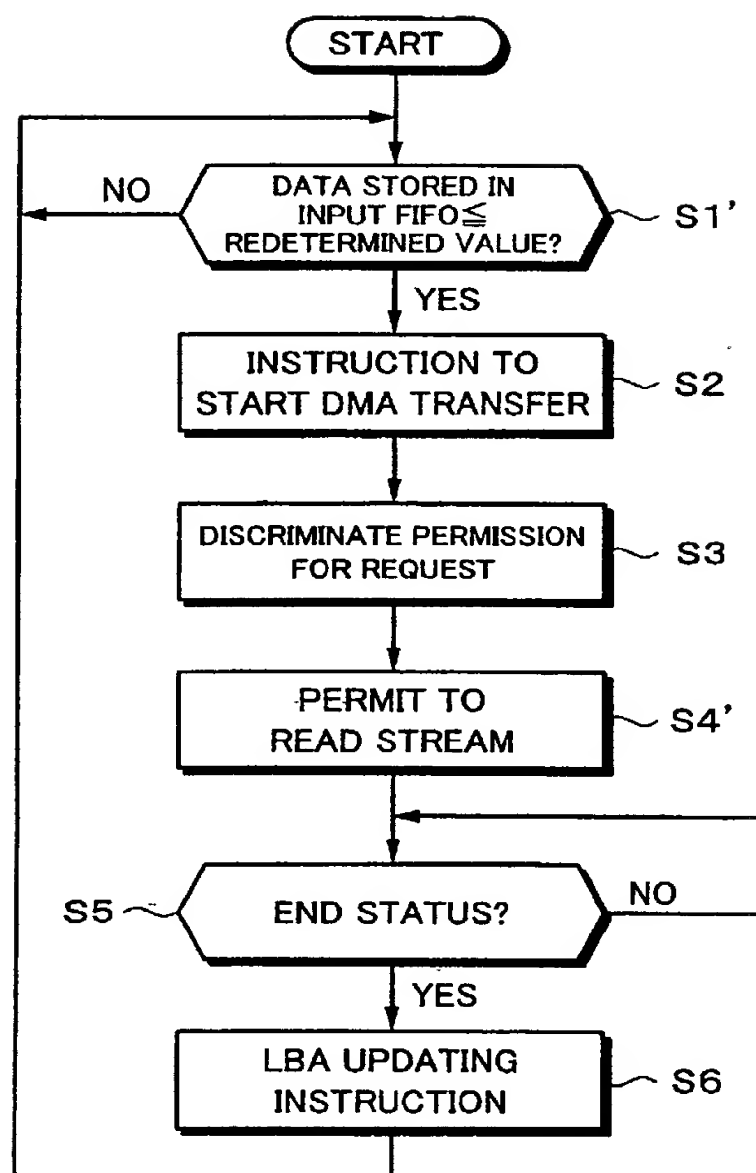
Fig. 9

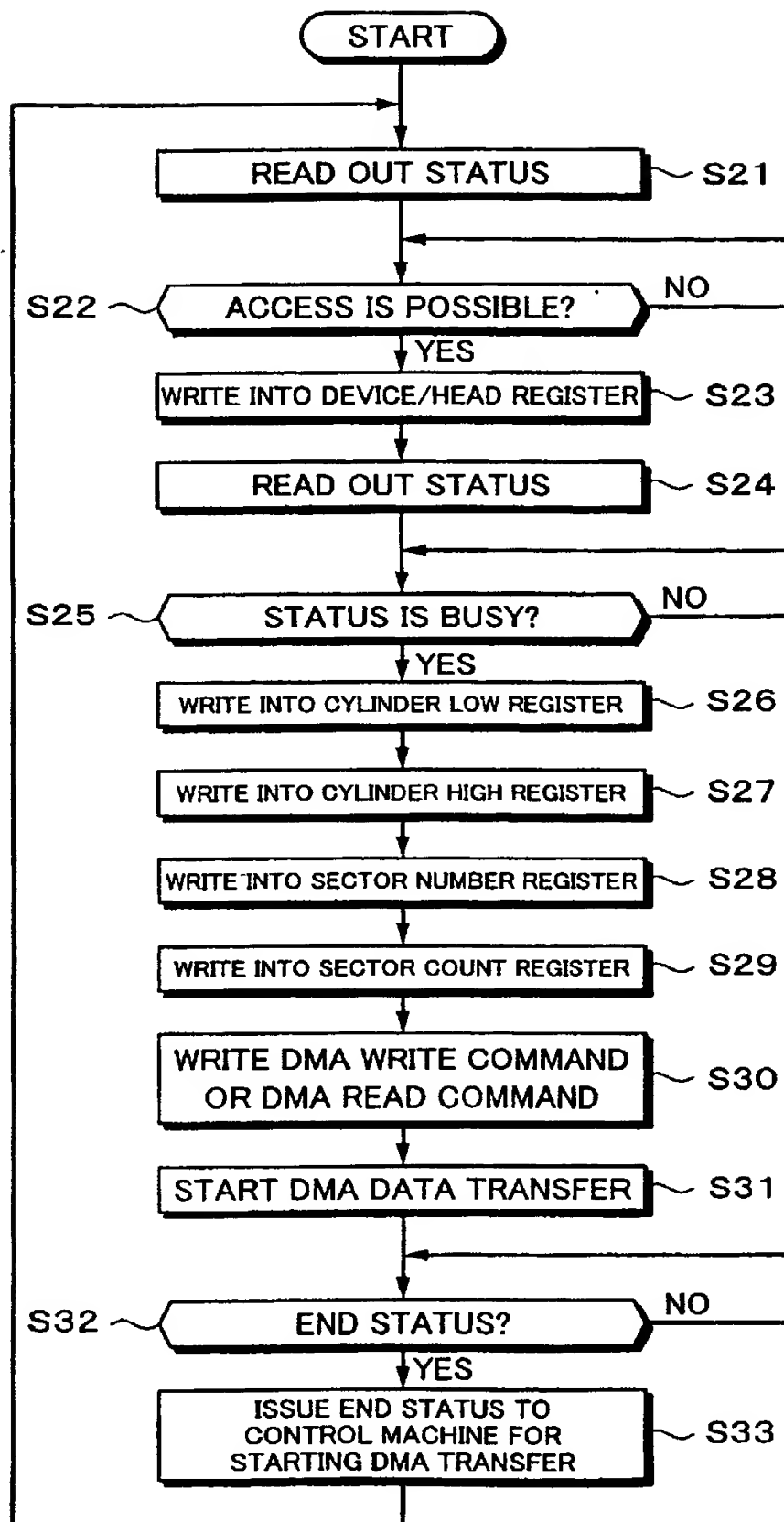
Fig. 11

Fig. 12A

ADDRESS (NOTES 1)				REGISTER	
CS1-	DA2	DA1	DA0	WRITE	READ
CONTROL BLOCK REGISTER					
L	H	H	L	DEVICE-CONTROL	SUBSTITUTE STATUS
L	H	H	H	NOT USED	DRIVE ADDRESS
COMMAND BLOCK REGISTER					
H	L	L	L	DATA	ERROR
H	L	L	H	FEATURE	
H	L	L	L	SECTOR-COUNT	
H	L	L	H	SECTOR-NO.	
H	L	H	L	CYLINDER-LOW	
H	L	H	H	CYLINDER-HIGH	
H	L	H	L	DEVICE / HEAD	
H	L	H	H	COMMAND	STATUS

NOTES 1: BECAUSE CS0- AND CS1 DENOTE NEGATIVE LOGICS L = ASSERT, H = NEGATE

Fig. 12B

b7	b6	b5	b4	b3	b2	b1	b0	RSRV: RESERVATION	SRST: SOFTWARE-RESET
RSRV	RSRV	RSRV	RSRV	RSRV	SRST	nIEN	0	nIEN: INTERRUPTION PERMISSION (NEGATIVE LOGIC)	

Fig. 12C

b15	b14	b13	b12	b11	b10	b9	b8	b7	b6	b5	b4	b3	b2	b1	b0
DATA-BYTE 1 (UPON 16-BIT-ACCESS)															
NOT USED (UPON 8-BIT ACCESS)															

Fig. 12D

b7	b6	b5	b4	b3	b2	b1	b0
SECTOR NO. (CHS MODE)							
LBA BIT (LBA MODE)							

Fig. 13A

CYLINDER-HIGH-REGISTER								CYLINDER-LOW-REGISTER							
b7	b6	b5	b4	b3	b2	b1	b0	b7	b6	b5	b4	b3	b2	b1	b0
CYLINDER NO. (CHS MODE)															
LBA BIT (LBA MODE)															

Fig. 13B

b7	b6	b5	b4	b3	b2	b1	b0
RSRV	L	RSRV	DEV	HEAD NO. (CHS MODE)			
				LBA BIT (LBA MODE)			
RSRV:RESERVATION				L	LBA MODE SELECTION		
					DBA:DEVICE ADDRESS		

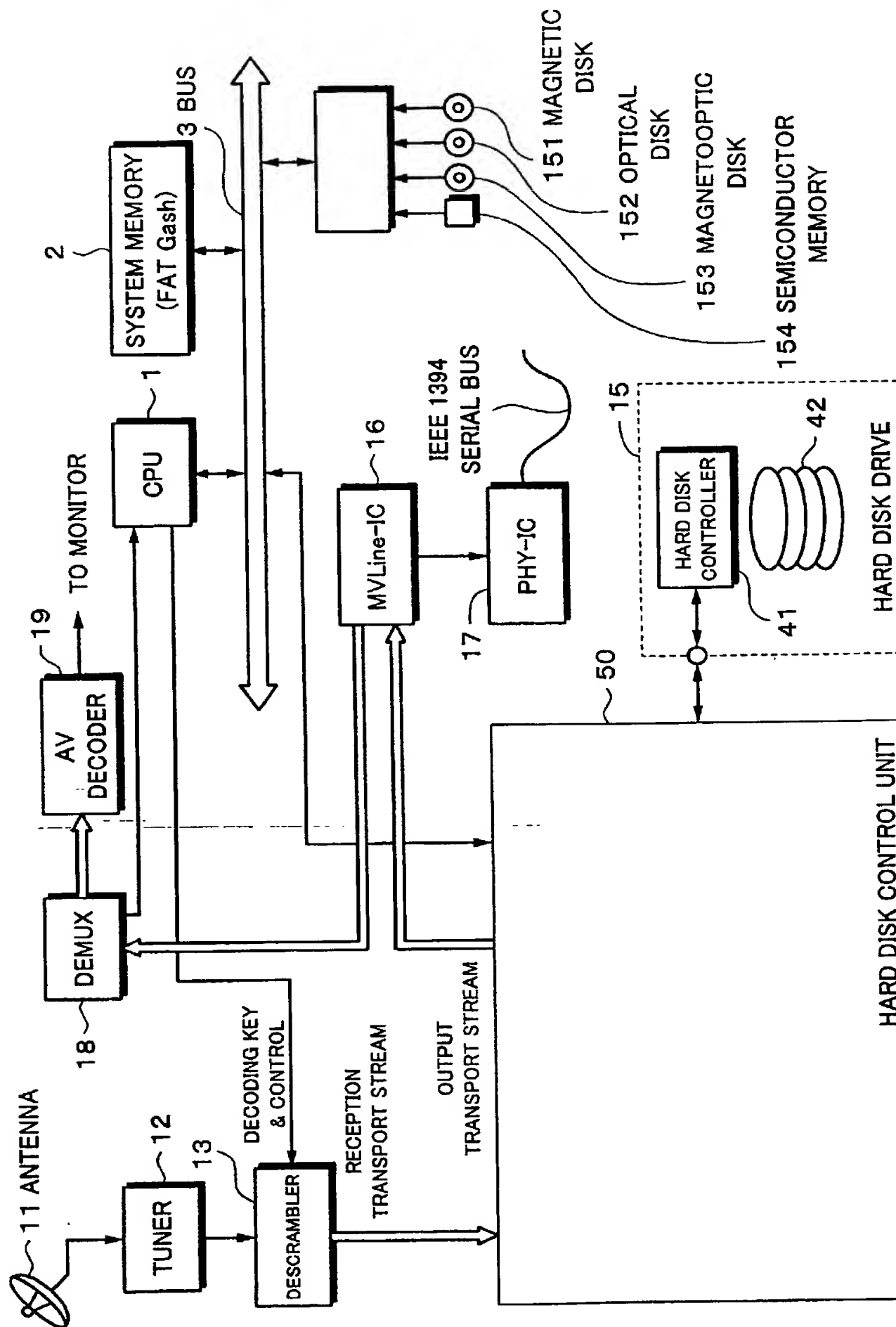
Fig. 13C

b7	b6	b5	b4	b3	b2	b1	b0
THE NUMBER OF SECTORS							

Fig. 13D

b7	b6	b5	b4	b3	b2	b1	b0
BSY	DRDY	DF	DSC	DRQ	CORR	IDX	ERR
BSY : BUSY (ACCESS INHIBITION)				DRQ : DATA REQUEST			
DRDY : DEVICE-READY				CORR: DATA CORRECTED			
DF : DEVICE-FAULT				IDX : INDEX DETECTION			
DSC : DEVICE-SEEK-ERROR				ERR : ERROR GENERATION			

Fig. 14



DESCRIPTION OF REFERENCE NUMERALS

- 1.. CPU
- 15.. HARD DISK DRIVE
- 58.. ARBITER
- 61.. INPUT FIFO
- 62.. OUTPUT FIFO
- 68.. DMA CONTROLLER
- 82.. COMMAND CELL
- 104.. LBA DETERMINING UNIT
- 105.. NEXT COMMAND BUFFER
- 106.. CURRENT COMMAND BUFFER
- 107.. PREVIOUS COMMAND BUFFER